SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms-children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing. Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear- projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game-play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a videogame on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.
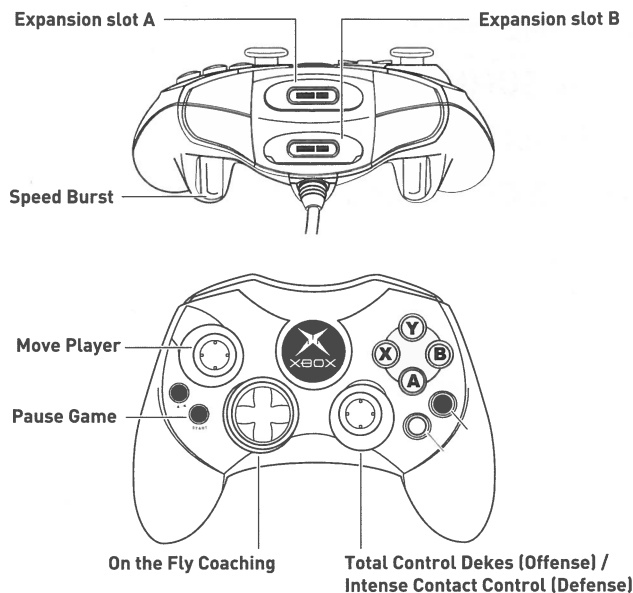
Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

This game is presented in Dolby Digital. Connect your Xbox to a sound system with Dolby Digital technology using a digital optical cable with an Xbox Advanced A/V Pack or Xbox High Definition A/V Pack. Select "Dolby Digital" in the Dashboard menu of the Xbox to experience the excitement of surround sound.

TABLE OF CONTENTS

USING THE XBOX® CONTROLLER

Expansion slot A ———

——— **Expansion slot B**

Speed Burst ———

Move Player ———

Pause Game ———

On the Fly Coaching **Total Control Dekes (Offense) /
Intense Contact Control (Defense)**

For detailed control information, see p. 10

QUICK GAME

Quick Game lets you jump right into a game between the teams of your choice. After you have chosen the 2 teams you select your uniforms, play settings, and arena before starting the game.

SETUP – THE BASICS

• Move the **left thumbstick** left or right to select the away or home team.

• Move the **right thumbstick** up or down to select a User Profile (optional).

• Pull the **left trigger** or **right trigger** to change the team. When you have the team you want Press **A** to move to uniform selection.

• After choosing a team, Pull the **left trigger** or **right trigger** to select the uniform you want your team to wear and press **A** or **START**.

• At any point, if you want to back up to the previous step, press **B**.

• Once both teams have been selected and uniforms are chosen you select the Game Options. These are set by default to whatever you have selected in the main Options menu. A brief overview is displayed for your review, if you wish to change anything Press the **Y** button. When the options are to your liking Press **A** or **START** to move to Arena Selection

• Pull the **left trigger** or **right trigger** to switch the arena. When you have selected the desired arena Press **A** or **START** to load the game.

• Pressing **start** on the team select screen will instantly send you into the game.

OTHER OPTIONS DURING QUICK GAME SETUP

• Press **Y** to randomly change the teams.

• Press **Black** to access Select Play Style overlay (see full description below).

• Press **White** to access the Line Match-Up screen (see full description below).

• Press **X** to view the Help Menu.

• To create a User Profile, Move the **right thumbstick** up or down to highlight New Profile and press **A** or **START**. Enter a name on the Virtual Keyboard and press **START**.

• To load a User Profile on the Load screen, highlight Load Profile and press **A** or **START**.

PLAY STYLE AND STRATEGY (ACCESS BY PRESSING BLACK ON THE TEAM SELECT SCREEN)

You can edit your team's strategies using this screen, also, if you prefer a certain team's play style and would like to adapt it to any other NHL team, use the Play Style overlay to do so. On the Play Styles screen, move the **left thumbstick** up and down to highlight the desired team's play style. A custom play style can be created by selecting Customize from the Play Style list. This will take you to the Play Styles screen and Strategy screen. Highlight Play Styles or Strategies and press the **A** button to continue.

TO USE THE PLAY STYLE / STRATEGIES SCREENS:

• Pull the **left trigger** or **right trigger** to switch between Basic and Advanced. (Advanced allows you to set your play style line by line).

• In Advanced, press **White** or **Black** to change the line you wish to edit.

• Press **B** to back out to the team select screen and either save or cancel changes made.

PLAY STYLE OPTIONS:

Play Style: If set to auto, the CPU will automatically select the best values for your team or if switched to Manual you will have full control of the settings.

Roughness: Determines how aggressively your players play. Set it high, and players will check more on defense, and crash the net more on offense. However, they may incur more penalties or over-commit and get burned on defense. Set it low, and players will play more conservatively.

Attack Style: This sets the basic attitude the AI will have when playing offense. Balanced will focus on both offense and defense equally, Conservative will protect your own zone first but sacrifice some scoring chances, and Attack will focus on offense but leave your own zone vulnerable.

Dump/Chase: Determines whether or not the AI will "dump" the puck (hit it towards the opponent's goal and recover it) or skate and pass the puck down the ice.

STRATEGIES OPTIONS:

Points Remaining: Each Strategy category has a certain number of points that can be assigned to the various options. This bar lets you know how many points you have left for that category. You can get more points by decreasing any of the values.

OFFENSE: OFFENSE IN THE OFFENSIVE ZONE

• **Triangular:** This intermediate system concentrates on maintaining possession of the puck. The Forwards form a triangular formation and cycle the puck between them. The objective is to create a 3-on-2 or 2-on-1 situation.

• **Positional:** This basic, conservative system has two Forwards attack the net while one Forward and the Defensemen think defensively in case the puck changes possession.

• **Overload Slot:** This basic system has the Forwards crowd the area of the net. The Defensemen shoot the puck and the Forwards try to get in position to score off of tip-ins, deflections and rebounds.

DEFENSE: DEFENSE IN THE DEFENSIVE ZONE

• **1-2:** In this play, the Center aggressively checks in the zone, while the 2 Defensemen and 2 Wings play back in a more defensive stance.

• **Box + 1:** This play is designed to completely try and shut down the slot. However, this leaves the opposing team freedom to move around the rest of the zone.

• **Zone:** This conservative system assigns each player an area of the ice.

BACK-CHECK: DEFENSE IN THE NEUTRAL ZONE

• **1-2-2:** This conservative system calls for the Center to fore-check aggressively to drive the play to the Wings on the outside. The Defensemen hang back at the blue line.

• **1-1-3:** This defense combines conservatism with aggressiveness. The attack comes from the Center and the puck-side Wing. The off-side Wing hangs back and shuts down the outside lane. This gives the puck-side Defenseman the freedom to be more aggressive.

• **2-1-2:** This aggressive system commits both Wings to apply pressure to the puck. The Defensemen and the Center have to cover more area to make up for them.

FORE-CHECK: DEFENSE IN THE OFFENSIVE ZONE

• **1-4:** This conservative defense has the Wings and the Defensemen form a wall across the blue line while the Center pressures the puck. This defense essentially gives up the offensive zone.

• **1-1-3:** This defense combines conservatism with aggressiveness. The attack comes from the Center and the puck-side Wing. The off-side Wing plays back in position to back-check and defend against 3-on-2 breakouts. The Defensemen play normal positions.

• **2-1-2:** This extremely aggressive defense calls for constant pressure on the puck by two of the Forwards.

BREAKOUT: OFFENSE IN THE DEFENSIVE ZONE

• **Board:** This is a conservative system that is best suited to teams with big strong Wings who dominate the battle for the puck on the boards.

• **Positional:** This is a conservative system with a balanced approach that uses all of the players and emphasizes high-percentage passes.

• **Free Flowing:** This flexible system relies on good skating and skilled passing. Since it relies on flooding certain areas with skaters, it is more vulnerable should a turnover occur.

MOVE-OUT: OFFENSE IN THE NEUTRAL ZONE

• **Positional:** This basic, conservative system stresses filling the lanes and making high-percentage passes. It is especially useful for teams with size and/or poor skating ability.

• **Crisscross:** This intermediate system is similar to the Positional system, but allows two Forwards to move laterally to flood specific areas, while the other Wing acts as a safety valve with defensive responsibility in case the puck is turned over.

• **Regroup:** This advanced system allows the Forwards free movement to attack openings. Advanced skating, passing, and stick-handling are crucial for this system to be successful.

POWER-PLAY:

• **Funnel:** This conservative system has the Defensemen shoot the puck and the forwards in position to tip-in deflections and rebounds. This system is beneficial for teams with big players who have a knack for scoring from close range.

• **Wings Offside:** The Wings are the primary scorers in this system, which seeks to set up the play on the strong side and pass to the weak-side Wing.

• **2-2-1:** This system is comprised of two sets of Forwards and one Defenseman. The Defenseman is generally open for a shot on the net, though a pass to any of the Forwards for a closer shot is generally preferable.

PENALTY KILL:

• **Box:** This conservative system denies possession of the puck in front of the net or the slot area. This system requires physical players.

• **Diamond:** This intermediate system denies the offense the area in front of the net while putting pressure on the puck.

• **Triangular:** This aggressive system keeps three defenders in front of the net and a forth player rotates out to challenge the player in possession of the puck.

SPORTS

Line Match-up (Access by pressing **White** on the Team Select screen)

This screen allows you to specifically match up you offensive and defensive lines against your opponent's lines.

PLAYING AS THE HOME TEAM:

• Press **Black** or **White** to assign a line to match-up with your opponent's line.

• Pull the **right trigger** to switch from a list of your offensive lines to a list of your defensive lines.

• Pull the **left trigger** if necessary to switch back.

• Pull the **left** or **right trigger** twice to cycle through the opponent's lines. (Note: You can assign an offensive line and a defensive line to match-up with each of your opponent's lines. Pulling **right trigger** once toggles from your offensive lines to your defensive lines. Pulling the **right trigger** a second time toggles to your offensive lines versus your opponent's second line. Pulling the **right trigger** a third time toggles to your defensive lines versus your opponent's second line; and so on.)

• If you opt to have "No Line Assigned" for any of your opponent's lines, then there will be no preferred line match-up when that particular line comes on the ice.

• When you've finished modifying your line match-ups, press **START** to confirm them and return to the Team Select screen.

• Press **B** to cancel your changes and return to the Team Select screen.

PLAYING AS THE AWAY TEAM:

• Pull the **right** or **left trigger** to assign a line to match-up with your opponent's line.

• Press **Black** to switch from a list of your offensive lines to a list of your defensive lines. Press **White** if necessary to switch back.

• Press **White** or **Black** twice to cycle through the opponent's lines. (Note: For each of your opponent's lines, you can assign an offensive

line and a defensive line to match-up with it. **Pressing Black** once toggles from your offensive lines to your defensive lines.

Pressing Black a second time toggles to your offensive lines versus your opponent's second line. **Pressing Black** a third time toggles to your defensive lines versus your opponent's second line; and so on.)

• If you opt to have "No Line Assigned" for any of your opponent's lines, then there will be no preferred line match-up when that particular line comes on the ice.

• When you've finished modifying your line match-ups, press **START** to confirm them and return to the Team Select screen.

• Press **B** to cancel your changes and return to the Team Select screen.

COACH'S TIP – PRESSURE CONTROL (IN-GAME)

Is one of the opposing players giving you a hard time? Then turn up the pressure on them! Start off by selecting a player to pressure by holding down the **White button** and moving the **right thumbstick** in their direction. If they are not selected you can keep moving the **right thumbstick** to cycle through all the players. Once they are selected use the **White button** to pressure them. A quick press of the **White button** will send one of your players after them, press **White button** a few times quickly and two of your players will attack them. When your players are near the target keep pressing **White button** to shove them around. Shoving not good enough? **Press** and hold the **White button** for a second and the closest player will lay a big check on them

CONTROL SUMMARY

Select the level of Control you want in the **CONTROLLER SETTINGS** menu (found under the options menu).

CLASSIC CONTROLS

OFFENSE

FACE OFF

left thumbstick	Aim pass
A button	Draw puck / Pass
B button	Control skater facing-off
X button	Switch user-controlled skater
left trigger + A button	Icon Player Switch (if this option is turned ON)
START button	Pause game

OFFENSE WITH PUCK

left thumbstick	Move skater
right thumbstick	Total Control Dekes
+ left trigger	Goalie Dekes (Hold left trigger to goalie deke/release to shoot)
directional pad	On-The-Fly coaching (Note: This works only when On The Fly Coaching has been set to ON in Options)
left trigger	Protect puck
+ directional pad	Line changes
right trigger	Speed burst
both triggers + directional pad	Play Style Changes
A button	Pass / Press and hold for a flip pass

B button	Speed burst
X button	Snap shot / Press and hold for a slap shot
Y button	Dump (Hold for longer dump)
+ left trigger	Slap Dump
START button	Pause game

OFFENSE WITHOUT PUCK

left thumstick	Move skater
+ left trigger (pull and hold)	Skate backwards
right thumbstick	Intense Contact
directional pad	On-The-Fly coaching
left trigger	Grab puck from the air
+ directional pad	Change lines
right trigger	Speed burst
+ directional pad	Play style changes (Note: This works manually only when Play Styles have been set to Manual in Team Strategy)
B button	Check / Hold for a speed burst
X button	One-Timer / Hook
Y button	Deflection
left trigger + BLACK button	Sidestep

BOARD PINNED (CLASSIC, INTERMEDIATE AND ADVANCED)

left thumbstick	Move skater

2K SPORTS

A button	Change skaters
B button	Elbow
X button	Kick puck

PENALTY SHOT

right thumbstick	Total Control Dekes
+ left trigger	Goalie Dekes (Hold left trigger to goalie deke/release to shoot)
left thumbstick	Move Skater
left trigger	Sidestep / Protect Puck (While Stationary)
right trigger	Speed burst
B button	Speed burst
X button	Snap shot / Press and hold for a slap shot

DEFENSE

left thumbstick	Move skater
left trigger (press and hold)	Skate backwards
right thumbstick	Intense Contact
directional pad	On-The-Fly coaching (Note: This works only when On The Fly Coaching has been set to ON in Options)
left trigger + directional pad	Grab puck from air / Line changes
right trigger	Speed burst
both triggers + directional pad	Play Style Changes

A button	Change skaters / Hold to select goalie
B button	Check / Push
X button	Poke check / Hook (depending on the situation)
left trigger + click right thumbstick	Lay stick to ice
Y button	Block Shot/Dive
BLACK button	Sidestep
START button	Pause game

GOALIE WITHOUT PUCK (CLASSIC AND INTERMEDIATE)

left thumbstick	Move goalie
directional pad	On-The-Fly coaching (Note: This works only when On The Fly Coaching has been set to ON in Options)
left trigger + directional pad	Line changes
right trigger	Position goalie
both triggers + directional pad	Play Style Changes
A button	Change skaters
B button	Press and hold for check
X button + left trigger	Poke check / Dive
Y button	Best stance

2K SPORTS

GOALIE WITH PUCK (CLASSIC, INTERMEDIATE AND ADVANCED)

left thumbstick	Move goalie
A button	Pass
B button	Leave puck
X button	Clear
Y button	Cover

GOALIE HOLDING PUCK (CLASSIC, INTERMEDIATE AND ADVANCED)

left thumbstick	Move goalie
A button	Drop puck (Press again to pass)
B button	Drop puck
X button	Drop clear
Y button	Cover

BOARD PIN (CLASSIC, INTERMEDIATE AND ADVANCED)

left thumbstick	Move skater
A button	Change Skaters
B button	Elbow
X button	Kick puck
Y button	Cancel pin (Press Rapidly while pinned)

FIGHTING (CLASSIC, INTERMEDIATE AND ADVANCED)

A button	Duck / Avoid
B button	Block
X button	Punch
Y button	Uppercut

right trigger	Grab with right arm
BLACK button	Fake punch
left trigger	Grab with left arm
WHITE button	Taunt

COACH'S TIP – TOTAL CONTROL DEKES (OFFENSE: PUCK HANDLER)

Perform 7 special moves with the right thumbstick. Pull the **left trigger** while moving the **right thumbstick** in a given direction and release the **left trigger** to perform the desired action.

- UP-RIGHT = Short deke right
- UP = Short deke left
- UP-RIGHT to RIGHT = Long deke right
- UP-LEFT to LEFT = Long deke left
- RIGHT to DOWN-RIGHT = Side-step right
- LEFT to DOWN-LEFT = Side-step left
- UP to DOWN = Full stop

Note: The Long Dekes are for players with high puck-handling rating.

Note: Press and hold **left trigger** and move UP on the **right thumbstick** for flip deke.

Note: A combination of 'Up-Right', would be moving at a 45 degree angle in-between 'Up' and 'Right'.

COACH'S TIP – MANUAL LINE CHANGES

To change lines, you must change Home (or Away) Line Changes to Manual in the Options menu (select Setup -→ Features). To change roughness, you must change Home (or Away) Play Styles to Manual. Both options can be found under the Team Strategy/Play styles Option in the Pause Menu.

COACH'S TIP – ON THE FLY COACHING

In NHL 2K7, you have more control than ever with On The Fly Coaching. Instantly change your team's strategy in real-time to adjust for special situations. Use the **directional pads** during play in the offensive or defensive zones.

ON OFFENSE

directional pad UP:	Crash Net
directional pad DOWN:	Pinch Defensemen
directional pad LEFT:	Screen the goalie
directional pad RIGHT:	Call for help

ON DEFENSE:

directional pad UP:	Collapse
directional pad DOWN:	Release Forward for Breakaway
directional pad LEFT:	Clear front of net
directional pad RIGHT:	Call for help

COACH'S TIP - PRO CONTROL

Pro Control makes it easy to control the puck with exact precision. While on offense use Pro Control to pass the puck to an exact player and have added control to your puck handling.

TO USE PRO CONTROL:

• Click the **right thumbstick** to bring up the Pro Control overlay and pass icons. The overlay will appear at the lower left of the screen while the pass icons will appear under each player on your team.

• To pass to a specific player, press the button matching the button icon under that player.

TO UTILIZE ADDITIONAL PUCK CONTROLS

• **right thumbstick** down:	Protect Puck
• **right thumbstick** left:	Dump Left
• **right thumbstick** right:	Dump Right

COACH'S TIP – THE WRAP AROUND

The entire rink is fair game in NHL hockey, including the area behind the net. You can attempt to skate behind the net and execute a lightning-quick sweep of the puck into the goal, all the while using the net itself to protect the puck. To execute a wrap-around shot, while behind the net, move your player to either side of the net and press **X** to shoot the puck. You will automatically attempt a wrap around.

COACH'S TIP – ONE-TIMER

A one-timer is when an offensive player catches and shoots the puck in one quick motion. The speed of the one-timer can deny the goalie enough time to react, making it easier to score a goal. To perform a one-timer when passing to a computer-controlled player, press **A** to pass and immediately press **X**, before the other player receives the puck. During multiplayer games, to perform a one-timer when another player passes you the puck, press **X** before the puck reaches you.

INTERMEDIATE CONTROLS

OFFENSE

FACE-OFF (SEE CLASSIC CONTROLS)

OFFENSE WITH PUCK

left thumbstick	Move skater
+ left trigger (pull and hold)	Skate backwards
+ directional pad	Line changes (Note: This works manually only when Home/Away line changes has been set to Manual in Options)
right thumbstick	Total Control Dekes (see Classic Controls)
+ left trigger	Goalie Dekes (Hold left trigger to goalie deke/release to shoot)
directional pad	On-The-Fly coaching
right trigger	Speed burst
both triggers + directional pad	Play Style Changes
A button	Pass
B button	Protect puck
X button	Snap shot / Press and hold for a slap shot
Y button	Dump
+ left trigger	Slap Dump
START button	Pause game

OFFENSE WITHOUT PUCK

left thumbstick	Move skater
+ left trigger (pull and hold)	Skate backwards
directional pad	On-The-Fly coaching (Note: This works only when On The Fly Coaching has been set to ON in Options)
right trigger	Speed burst
both triggers + directional pad	Play Style Changes
A button	Change skaters
+ left trigger	Choose skater
B button	Check
+ left trigger	Hook
X button	One-timer / Deflection
+ left trigger	Poke dive
Y button	Poke check
BLACK button	Shot block / Knee drop
+ left trigger	Select goalie
WHITE button	Pressure Control

BOARD PINNED (SEE CLASSIC CONTROLS)

PENALTY SHOT

right thumbstick	Total Control Dekes (see Classic Controls)
+ left trigger	Goalie Dekes (Hold left trigger to goalie deke/release to shoot)
left thumbstick	Move skater
right trigger	Speed burst
B button	Protect puck
X button	Snap shot / Press and hold for a slap shot

| Y button | Dump |
| + left trigger | Slap Dump |

DEFENSE

right thumbstick	Intense Contact
left thumbstick	Move skater
+ left trigger (pull and hold)	Skate backwards
directional pad	On-The-Fly coaching
right trigger	Speed burst
both triggers + directional pad	Play Style Changes
A button	Change skaters
double tap A button	Change to last man back
Y button	Poke Check
X button	Shoot loose puck
+ left trigger	Poke dive
left trigger + click right thumbstick	Lay stick to ice
B button	Check / Push / Pin
+ left trigger	Hook
BLACK button	Shot block / Knee drop
+ left trigger	Select goalie
WHITE button	Pressure Control

GOALIE WITHOUT PUCK (SEE CLASSIC CONTROLS)

GOALIE WITH PUCK SEE CLASSIC CONTROLS

GOALIE HOLDING PUCK (SEE CLASSIC CONTROLS)

BOARD PIN SEE CLASSIC CONTROLS)

FIGHTING (SEE CLASSIC CONTROLS)

ADVANCED CONTROLS

OFFENSE

FACE-OFF (SEE CLASSIC CONTROLS)

OFFENSE WITH PUCK

left thumbstick	Move skater
right thumbstick	Total Control Dekes (see Classic Controls)
+ left trigger	Goalie Dekes (Hold left trigger to goalie deke/release to shoot)
directional pad	On-The-Fly coaching
left trigger (pull and hold)	Skate backwards
+ directional pad	Line changes
right trigger (press and hold)	Speed burst
both triggers + directional pad	Play Style Changes
A button	Pass
+ left trigger	Flip pass
B button	Protect puck
X button	Wrist / Snap shot

+ **left trigger**	Slap Shot
Y button	Dump
+ **left trigger**	Slap Dump
START button	Pause game

OFFENSE WITHOUT PUCK

left thumbstick	Move skater
+ **left trigger** (pull and hold)	Skate backwards
right thumbstick	Intense Contact
directional pad	On-The-Fly coaching (Note: This works only when On The Fly Coaching has been turned ON in Options)
Right trigger	Speed burst
both triggers + **directional pad**	Play Style Changes
A button	Change skaters
double tap **A** button	Change to last man back
B button	Check
+ **left trigger**	Hook
X button	One-timer / Deflection
+ **left trigger**	Poke dive
Y button	Poke check
BLACK button	Shot block / Knee drop
+ **left trigger**	Select goalie
WHITE button	Grab puck from the air

BOARD PINNED (SEE CLASSIC CONTROLS)
PENALTY SHOT

right thumbstick	Total Control Dekes (see Classic Controls)
+ **left trigger**	Goalie Dekes (Hold left trigger to goalie deke/release to shoot)
left thumbstick	Move skater
right trigger	Speed burst
B button	Protect puck
X button	Wrist / Snap shot
+ **left trigger**	Slap shot
Y button	Dump
+ **left trigger**	Slap Dump

DEFENSE

left thumbstick	Move skater
+ **left trigger** (pull and hold)	Skate backwards
right thumbstick	Intense Contact
directional pad	On-The-Fly coaching
right trigger	Speed burst
both triggers + **directional pad**	Play Style Changes
A button	Change skaters
double tap **A** button	Change to last man back
B button	Check / Push
+ **left trigger**	Hook

X button	Shoot loose puck
+ left trigger	Poke dive
Y button	Poke check
left trigger + click right thumbstick	Lay stick to ice
BLACK button	Shot block / Knee drop
+ left trigger	Select goalie (w/ Goalie Control on MANUAL)
WHITE button	Grab puck from the air

GOALIE WITHOUT PUCK

left thumbstick	Move goalie
right trigger	Position goalie
A button	Change skaters
+ left trigger	Stance down / Back sprawl
B button	Slash / Press and hold for check
+ left trigger	Stance up
X button	Poke check
+ left trigger	Dive poke
Y button	Save / Best stance
+ left trigger	Stacked pads stance

GOALIE WITH PUCK (SEE CLASSIC CONTROLS)

GOALIE HOLDING PUCK (SEE CLASSIC CONTROLS)

BOARD PIN (SEE CLASSIC CONTROLS)

FIGHTING (SEE CLASSIC CONTROLS)

Classic: The easiest to use but it offers limited player/team control.

Intermediate: More than the basics but not too complicated (Default).

Advanced: More complex than the others but you get total player/team control.

After you have selected a controller level you can see pictures of the Controller Layout (for a display of full button functionality) under the **CONTROLLER LAYOUT** menu.

OTHER CONTROLS OPTIONS:

• **Goalie Control** – Select the level of involvement you want in controlling your goalie

• **Pass Aim Assist** – This will adjust how forgiving the AI is when you pass the puck. If the slider is all the way down you will need to direct passes yourself with the Left Stick. If it is all the way up you can still direct the pass but it is much more likely to go to a player if your aim is not perfect.

• **Shot Aiming** – When set to Auto the AI will shoot the puck to the best part of the net for you, if set to Manual you will have to aim the puck with the left stick as you shoot.

• **Auto Puck In Air Grab** – When ON your players will automatically try to grab any puck near them that is in the air.

• **Player Lock Type** – When set to Full Lock you will always be playing whatever position you define in the Preferred Start Position setting. Semi-Manual will always switch control to the player with the puck, and Manual will let you switch to any player whenever you wish.

• **Preferred Start Position** – This is the position you wish to start the game playing in.

• **Puck Protection** – When set to Auto the AI will automatically protect the puck for you as you skate with it.

• **Icon Switch** – this turns ON or OFF the ability to use Icon Switch in game.

Note: Pull the **left trigger + A button** to perform Icon Player Switch (if this option is turned ON)

• **Vibration Feature** – this turns ON or OFF the controller vibration.

• **One Timer Passing** – this turns ON or OFF the ability to perform One timers.

• **L Trigger + D Pad** – Choose what this button combo does.

COACH'S TIP – TOTAL CONTROL DEKES

Perform 7 special moves with the **right thumbstick**. Pull the **left trigger** while moving the **right thumbstick** in a given direction and release the **left trigger** to perform the desired action.

• UP to UP-RIGHT = Short deke right

• UP to UP-LEFT = Short deke left

• UP-RIGHT to RIGHT = Long deke right

• UP-LEFT to LEFT = Long deke left

• RIGHT to DOWN-RIGHT = Side-step right

• LEFT to DOWN-LEFT = Side-step left

• DOWN-RIGHT to DOWN-LEFT = Full stop

Note: The Long Dekes are for players with high puck-handling rating.

Note: Pull and hold the **left trigger** and move UP on **right thumbstick** for flip deke.

Note: A combination of 'Up-Right', would be moving at a 45 degree angle in-between 'Up' and 'Right'.

PAUSE MENU

• You can pause the game at any time to access the Pause Menu, or to just take a break from the action.

• To pause the game, press **START** during gameplay, and the Pause Menu will appear.

• To return to the game from the Pause Menu, simply press **START** again.

REPLAY

Step in to the broadcast booth for a few moments to run the film on the last play.

• Press **White** or **Black** to jump to the beginning or the end of the replay.

• Press **X** to hide the Help overlay.

• Press **START** to exit replay.

• Pull the **left trigger** or **right trigger** to rewind or fast-forward.

• Press **Y** or **B** to zoom in or out.

• Move the **left thumbstick** to pan the camera.

• Move the **right thumbstick** or the **directional pad** to move the camera focal point.

Press **A** to play & pause the replay.

STATS

• **Team Stats** - This screen compares the game stats of the two teams facing one another.

• **Player Stats** - Pull the **left trigger** or **right trigger** to switch teams. Press **Black** or **White** to switch between skaters and the goalie. Click the **left thumbstick** to sort the players by the highlighted statistic. Click the **left thumbstick** a second time to reverse the listing.

• **Shot Chart** - The Shot Chart shows the made and missed shots for each team for each period. Pull the **left trigger** or **right trigger** to cycle through the periods.

• **Scoring Summary** - Pull the **left trigger** or **right trigger** to switch periods.

• **Penalty Summary** - Pull the **left trigger** or **right trigger** to switch periods.

• **Game Log** - Here you can track the game's progress (Face-offs won, Shots on Goal, Stoppages of Play, and much more) by period.
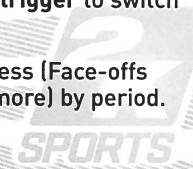
OPTIONS

- **Setup** - (see Setup section)

- **Choose Sides** - This screen allows you to switch teams or add another user to the game. Altering Controller Settings will end Challenge Mode for that game.

- **Controller Settings** - (see Control Summary section)

- **Controller Layout** - (see Control Summary section)

- **Presentation** - (see Setup section)

TEAM STRATEGY

- **Strategies** - This screen is the same as the Strategy screen. (see Quick Game section)

- **Edit Lines** - Use this screen to control which of your players play on which lines. Press **Black** or **White** to cycle through the different lines. While viewing any line, highlight a player in your roster list and press **A** to select them. Then, highlight the spot in the line you want him to play and press **A**.

- **Match-ups** - This screen is the same as the Line Match-up screen. (see Quick Game section)

- **Call Timeout** - Call timeout if you want to give your players a quick rest. You can only call a timeout during a break in play (for example, before a face-off).

- **Pull Goalie / Replace Goalie** - If you have the puck late in the game, and you're losing, it may make sense for you to pull your goalie and replace him with a skater to increase your chances of scoring. Just keep in mind that, if the other team gets the puck, your goal will be vulnerable. You can pull the goalie on the fly by pulling **left trigger** and **right trigger** and pressing **START**.

CHALLENGE MODE

This screen shows what user challenges you've accomplished. Pull the **left trigger** or the **right trigger** to cycle through the following lists: Level One, Level Two, and Level Three. Completed challenges appear with a red check box.

NEW FEATURES

This screen lists all the new features (and old ones) available to you in NHL 2K7.

EXIT MENU

Don't like how the game is going? You can restart the game here, or simply quit out. Keep in mind that if you quit out before the end of the game any unlocked Challenges and accumulated statistics will be lost.

OPTIONS

Change the game's options, customize your stadium music, and test your audio setup!

SETUP:

Pull **left trigger** or **right trigger** to cycle through Rules, Penalties, Features, Gameplay – Human, and Gameplay - CPU

Press **white** or **black** to cycle through Custom, Default, Sim, Arcade and Physical.

Press left or right on the **directional pad** or **left thumbstick** to toggle the highlighted options.

SETUP RULES

- **Skill Level:** Amateur (Default), Rookie, Pro, All-Star, or Hall of Famer - Customize the game's difficulty.

- **Period Length:** 5 minute(s) (Default) – Adjust the real time period length from 1 to 20 minutes.

- **Penalties:** On (Default) or Off – Turns this option OFF and no penalties will be called.

- **Offside:** Off, Regular, or Tag-Up (Default) – Tag-Up uses the new NHL offside rules, while Regular uses the older classic NHL rules.

• **Icing:** Auto (Default), Off, NHL, or International – In NHL rules, an Icing infraction is called when a player behind the red line in his end of the rink shoots a puck past the goal line in his offensive zone when both teams are playing at equal strength or the offending team is on a power play, and a player on the opposing team touches the puck first. The teams then face-off at the face-off circle closest to where the play occurred.

In INTERNATIONAL rules, it doesn't matter who touches the puck first; icing is called automatically after the puck crosses the goal line. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing.

• **Two-Line Pass:** Off (Default), or On – When set to ON, a Two-Line Pass infraction is called when a player passes to a teammate across both the red line and a blue line. It carries the same penalty as Offside: the two teams face-off at the location of the infraction. This is so players can set up their NHL games to be in accordance with classic rules.

• **Overtime Type:** There are a wealth of overtime options at your disposal. They are: None (no overtime is used); Auto (Selects the overtime type that applies to the situation, i.e. Postseason: Continuous, 5 min, 5 on 5); Single 5 min, 4 on 4 (A single, 5-minute sudden death overtime period, with four players on each team); Continuous 20 min, 5 on 5 (Five players on each team, with unlimited 20 minute overtime periods until one team scores.); Single 10 min, 5 on 5, SO (A single 10 minute overtime period, with 5 players on each team. If the game still isn't decided after the 10 minute overtime period, the game is decided by a Shootout.); Single 5 min, 5 on 5 (A single, 5-minute sudden death overtime period, with five players on each team); Continuous 5 min, 4 on 4 (Five players on each team, with unlimited 5 minute overtime periods until one team scores.); Single 5 min, 4 on 4, SO (A single, 5-minute sudden death overtime period, with four players on each team. If the game is tied after this overtime period, the game is decided by a Shootout.); Single 5 min, 4 on 4, 3-Man SO (Default, A single, 5-minute sudden death overtime period, with four players on each team. If the game is tied after this overtime period, the game is decided by a 3-Man Shootout.); Single 5 min, 5 on 5, SO (A single 5 minute overtime period, with 5 players on each team. If the game still isn't decided after the 5 minute overtime period, the game is decided by a Shootout.); Shootout (Games tied at the end of regulation are decided by a shootout. Five players on each team take turns shooting on goal. The team with the most goals wins.)

• **Net Off Moorings:** On (Default) or Off - The net can or cannot be dislodged depending on this option's setting.

• **Game Clock:** Accelerated (Default) or Real Time – ACCELERATED: At the beginning of each period, the game clock will start at 20 minutes and may count down at an accelerated pace depending on the Period Length (e.g. clock ticks twice as fast if the Period Length is set to 10 minutes). REAL TIME – At the beginning of each period, the game clock will start at the number of minutes selected on the Period Length option (see General Options). Keep in mind that, in Real Time, if you set the Period Length to less than 20 minutes, then any penalties that remove a player from the ice for a given amount of time (2 minutes or 5 minutes) will remove a the player for an abnormally large proportion of the game.

• **Clock Type:** Auto (Default), NHL, International – AUTO: NHL Arenas use NHL Clock and International Arenas use International Clock, NHL: Clock counts down to 0:00, INTERNATIONAL: Clock counts up from 0:00.

• **Last Minute Real Time:** No (Default) or Yes (Default) – With YES selected, the last minute of every period will be played in Real time instead of Accelerated time. Example: If you set the Period Length to 3 minutes with an Accelerated Game Clock, 2 real minutes will blow down the countdown from 20:00 to 1:00, and the last minute is played in Real Time. With this option OFF, in this example the 3 minutes will countdown from 20:00 to 0:00.

• **Freeze Puck Time:** This slider adjusts how long a pinned player has to hold on to the puck before the referee stops play and whistles it frozen.

• **Goalie Freeze Puck Time:** Use this slider to adjust how long a goalie has to hold on to the puck before the referee stops play and whistles it frozen.

• **Puck Friction:** Use this slider to adjust how freely the puck slides around the ice. Increasing puck friction will cause the puck to slow more quickly.

• **Ice Friction:** Use this slider to adjust how much friction the ice exerts on the puck and player's skates.

• **One-Timer Difficultly:** Normal (Default) or Sim – Changes the level of difficulty for one-timers.
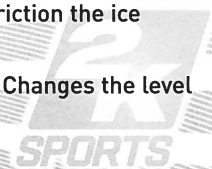
SETUP PENALTIES

• **Goalie Outside Crease:** Off or On (Default) – Turns on or off the new NHL rule regarding goalies only being able to play the puck in their crease or in the trapezoid behind the net.

• **Custom Penalty Length:** Off or On (Default) – Toggle custom penalty times off and on.

• **Penalty Length:** Slider – Adjust penalty length to the desired amount

• **Roughing:** Slider – Adjusts the amount roughing will be called during a game.

• **Elbowing:** Slider – Adjusts the amount elbowing will be called during a game.

• **Cross-checking:** Slider – Adjusts the amount cross-checking will be called during a game.

• **Boarding:** Slider – Adjusts the amount boarding will be called during a game.

• **Charging:** Slider – Adjusts the amount charging will be called during a game.

• **Interference:** Slider – Adjusts the amount interference will be called during a game.

• **Slashing:** Slider – Adjusts the amount slashing will be called during a game.

• **Hooking:** Slider – Adjusts the amount hooking will be called during a game.

• **Tripping:** Slider – Adjusts the amount tripping will be called during a game.

• **Spearing:** Slider – Adjusts the amount spearing will be called during a game.

• **Penalty Shots:** Slider – Adjusts the amount penalty shots will be called during a game.

SETUP FEATURES

Cinemotion (Broadcast), or Broadcast - Decide between multiple Cinemotion options for the cinematic thrill of hockey, or stick with a more traditional gaming presentation.

• **Game Speed:** Use this slider to adjust the game's speed.

• **Home Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: The CPU automatically handles swapping lines for the home team. SEMI-AUTO: Allows both the user and the CPU to make changes to the home team's lines. OFF: Doesn't allow the user or the CPU to change the lines, but players do not fatigue. MANUAL: Leaves line swapping entirely in the hands of the user.

• **Away Line Change:** Same as the Home Line Change only it's for the away team.

• **Pro Control:** On (Default) or Off – Turning this feature OFF will prevent you from using Pro Control.

• **On The Fly Coaching:** On (Default) or Off – Turn this OFF and you will not be able to use On The Fly Coaching.

• **Enforcers:** On (Default) or Off – Turn Enforcers OFF and Enforcers will play just as regular skaters.

• **Intense Contact Control:** Off or On (Default) -

• **Wraparound:** Off or On (Default) – Select if you want to have Wraparounds active in your game or not.

• **Pinning:** On (Default) or Off - Turn this option OFF and players will be unable to pin one another to the wall.

• **Fighting:** Use this slider to adjust how often fights occur.

• **Players Who Fight:** Decide who will be able to fight in a game, All Human-Controlled will be any skater controlled by a person weather they are a fighter or not. Fighters Only is just that, only players designated as fighters will drop the gloves.

• **Referee Collision:** None (Default), Puck Only, Players Only, or All - This option determines what objects will collide with the referees when they come in contact.

• **Glass Breaking Frequency:** Use this slider to adjust how frequently the glass breaks when hit by an errant slap shot.

SETUP GAMEPLAY

Customize your gameplay experience by adjusting sliders to determine players' effectiveness at various game skills. You can set each slider option for human-controlled or computer-controlled (CPU) teams.

• **Goalie Skill:** This slider sets the skill level of the goalie when he's not under direct user control.

• **Offense Skill:** This slider sets the skill level of the offensive players who are not under direct user control.

• **Defense Skill:** This slider sets the skill level of the defensive players who are not under direct user control.

• **Speed Burst Effect:** Sets the amount of speed that is gained by performing a speed burst.

• **Speed Burst Time:** Sets the length of time that a speed burst will last.

• **Speed Burst Recovery:** Sets the length of time necessary for a player to replenish his speed burst meter.

• **Fatigue Effect:** This slider determines how strongly fatigue affects players' performance.

• **Fatigue Recovery:** This slider determines how long it takes a player to recover once he has become fatigued.

• **Fatigue Time:** This slider determines how long it takes a player to become fatigued.

• **Hitting Power:** This slider determines the average strength of players' hits.

• **Shot Accuracy:** Sets the overall level of accuracy of players' shots.

• **Pass Accuracy:** Sets the overall level of accuracy of players' passes.

• **Pass Speed:** Sets the overall speed of players' passes.

• **Pass Interceptions:** Sets the frequency and ease of pass interceptions.

• **Rebound Distance:** Sets the frequency that shots will rebound off of the goalie.

• **Shot Blocking:** Sets the frequency and ease with which defenders block shots on goal.

• **Puck Retention:** Sets the overall ability of players to retain the puck regardless of defensive harassment.

• **Puck Control:** Adjusts the players' overall skill at puck control.

• **Goalie Anticipation:** Adjusts the goalie's skill at anticipating where the player/puck will be.

• **Goalie Cover Depth:** Adjusts how far out the goalie will play.

• **Goalie Saves:** Adjusts the goalie's skill at making saves.

CONTROLS:

CONTROLS CONTROL SETTINGS

• **Current Profile:** Sets the User Profile to which these Controls will be assigned.

• **Controller:** Classic, Intermediate (Default), or Advanced - Select your desired Control Configuration.

• **Goalie Control:** Semi-Automatic (Default), Automatic, and Manual - SEMI-AUTOMATIC: User controls the goalie when the goalie has the puck. AUTOMATIC: The computer controls the goalie. MANUAL: User controls the goalie when he has the puck, and can manually switch to the goalie by pulling **left trigger** and pressing **black** simultaneously.

• **Pass Aim Assist:** With this slider empty, the user's passes go where they are aimed with the **left thumbstick**. The more the slider is filled, the more help the user will get with aiming passes.

• **Shot Aiming:** Auto (Default) or Manual – MANUAL: The user controls where his or her shot goes. AUTO: The computer handles aiming shots for the user.

• **Auto Puck In Air Grab:** On (Default) or Off – ON: The user-controlled player automatically grabs pucks shot up in the air. OFF: The user must press **white** (in Intermediate and Advanced Controls) or pull **left trigger** (in Classic Controls) to grab the puck from the air.

• **Player Lock Type:** Semi-Manual (Default), Manual, and Full Lock - SEMI-MANUAL: You control the player with the puck. On defense, you

can switch players by pressing A. MANUAL: Stay controlling one player until you press **A** to switch. FULL LOCK: User always controls one player, and cannot switch players at all (the Change Player button ceases to function).

• **Preferred Start Position:** C (Default), LW, RW, LD, RD, G - Choose the position that the user will start the game controlling.

• **Icon Switch:** On (Default) or Off - Turn this OFF, and you will be unable to use the player icon switch feature.

• **Puck Protection:** Auto (Default) or Manual – MANUAL: When you press and hold **Y** to protect the puck, you can move the puck around with the **left thumbstick**. AUTO: When you press **B** to protect the puck, the player automatically moves the puck for you to keep it away from opponents.

• **Vibration Feature:** Off (Default) or On – When ON, the controller will vibrate when your player is involved in a check.

• **One Timer Passing:** On (Default) or Off - Turn this OFF, and one-touch passes will not occur in the game.

CONTROLS CONTROLLER LAYOUT

Learn the button commands for each situation or customize them to your liking.

• Press **black** or **white** to cycle through the command scenarios.

• pull **left trigger** or **right trigger** to view the controls as modified by **left trigger** or **right trigger**.

• To customize the face buttons (A, B, A, and Y) controls, press **Y** to initiate Button Swap Mode. Press the first button you want to swap. The button's function will appear highlighted in red. Press the other button whose functionality you wish to swap with the first button. The buttons will swap and you will automatically exit Button Swap Mode.

PRESENTATION:

PRESENTATION CAMERA

• **Camera: SIDE:** This is a diagonal view from the side of the rink,

similar to the 3/4 camera. **3/4:** This is a diagonal camera view of the action. It also tries to stay ahead of the action to allow you to see what's going on around you better.

OVERHEAD: This is a top-down view from directly above the puck. **ACTION:** This camera brings you the very closest to the action. **PARAMETRIC:** (default) This is a cinematic view of the action.

• **Camera Zoom:** Adjusts the zoom of the in-game camera.

• **Camera Direction: NORMAL:** Default camera direction. During the 1st period the home team will have the top goal and the away team will have the bottom goal. After each period they swap goals but the camera perspective remains the same- in the case of the 2nd period the away team will have the top goal and the home team will have the bottom goal. **HOME ALWAYS UP:** Regardless of period, the home team goal is located at the top of the screen. **AWAY ALWAYS UP:** Regardless of period, the away team goal is located at the top of the screen. **REVERSED:** Goal locations are opposite of default settings, but the period change is still in effect.

PRESENTATION AUDIO

• **Audio Presentation:** Cinemotion (Default) or Custom – With Cinemotion on, your audio levels will dynamically adjust in game to the context of the cinematic and emotional action. Set to custom allows you to adjust any of the volume sliders detailed bwlow.

• **Volume Sliders:** Adjust the volume of the Commentator, Announcer, Crowd, their Chants, Arena Music, Sound FX, and Arena Horn sound channels. - Move LEFT or RIGHT on the **directional pad** or **left thumbstick** to increase or decrease the sliders.

• **Fan Mail:** On or Off (Default) – When this is ON you will hear fan mail questions read by the commentators while the game is paused.

PRESENTATION VIDEO

• **Show Enforcer Indicator:** Off or On (Default) – Turn this OFF and Enforcer Indicators under players will be removed.

• **Intense Contact Bar:** On or Off (Default) - When ON, a circular bar (about 1/8th the size of the selection B) is displayed for all players.

That bar fills with red relative to the number of Intense Contact moves that individual player connects an opposing player with.

• **Puck Shadow:** On (Default) or Off - When ON, a shaded circle appears around the puck to make it easier to see.

• **Player Name Indicator:** Name and Position (Default), Name, Position, None - Select the text that appears beneath each user's player.

• **Challenge Mode Notification:** On or Off (Default) - When ON, an overlay will appear to notify you when you've accomplished one of the game's Challenges.

• **Line Change Overlay:** Adjusts the duration that the Line Change Overlay stays on screen.

• **Music Player Popup:** On (Default) or Off – When ON the music player overlay will appear when called up.

• **OTF Coaching Overlay:** On (Default) or Off – Turn this feature OFF and the On the Fly Coaching overlays will not be displayed in game (they will still be functional, just hidden).

MUSIC:

MUSIC 2K BEATS

• Select which audio tracks you hear in the menus and in game.

• Check out the artist info for your favorite tracks by highlighting a track and pressing **Y**.

ROSTERS: (SEE ROSTER SECTION)

ONLINE DESK:

This menu will give you access to different online features when you are signed in.

MANAGE PROFILES:

The Manage Profile screen enables you to create a Profile, load a

Profile, remove a Profile as well as perform other profile related actions.

• Pull **Left trigger** or **Right trigger** to switch between Profile Slots. Move the **left thumbstick** to highlight the desired Profile Action. Press **A** to use that profile action.

• **Set as Active:** Set the current profile as active.

• **Edit Profile Name:** Change the name of the current profile.

• **View Stats Book:** Allows you to view the stats for the active profile.

• **View User Challenges:** View the user challenges for the active profile.

• **View All-time Records:** View any records that have been set.

• **Favorite Team:** Set the favorite team for the active profile.

• **Unload Profile:** Close the active profile.

• **Save Profile:** Save the active profile.

SAVE / LOAD:

Save / Load Load, (Settings, Profile, Franchise, Season, Tournament et al.)

• Press **Y** to switch between the Xbox Hard Drive and the Xbox Memory Unit.

• Press **A** to load the file.

Save / Load Save Settings, (Profile, Franchise, Season, Tournament et al.)

• Press **Y** to switch between the Xbox Hard Drive and the Xbox Memory Unit.

• Press **A** to select the save slot.

• Use the Virtual Keyboard to enter a name for the save.

• You can only save over existing files that are the same type of file you are saving.
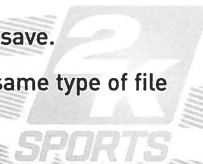
SAVE / LOAD DELETE

• Press **Y** to switch between the Xbox Hard Drive and the Xbox Memory Unit.

• Press **A** to Delete the selected file.

Saving: Profiles vs. Game Modes vs. Settings vs. Rosters

It's important to note that NHL 2K7 has multiple SAVE TYPES. Saving one type of file will not save another type. So, for example, saving your User Profile while in Franchise mode WILL NOT also save your Franchise mode. The saves can generally be divided up as follows:

Game Modes – Saves for Franchise, Season, or Tournament. In order to save your progress within one of these game modes, you MUST make a save for the specific game mode. For example, to save a Franchise, you must actually select "Save Franchise" from within the Franchise menu.

Profiles – Save for User Profiles. Saving this will save everything that is tied to your profile – overall statistics, personal bests, unlockables, etc.

Settings – A Settings save will save all of your modified options, such as NHL rules, Presentation style, etc.

Rosters – Saving a Rosters file will save any rosters that you have modified from the front end. In other words, you can't save a roster from within your Franchise, but any changes done from the Main Menu can be saved and quickly loaded in the future.

To actually perform a save, select Options from any menu out of gameplay and then Save/Load. You will see all applicable save types. For example, Options → Save/Load within Franchise will then show you menu selections for both "Save Franchise" and "Save Profile."

XBOX LIVE®

TAKE NHL 2K7 BEYOND THE BOX

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play,

and talk in real-time as you play.

DOWNLOADABLE NHL 2K7 CONTENT

If you are an Xbox Live subscriber, you can download the very latest NHL rosters to your Xbox console.

CONNECTING

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

Select Xbox Live from the Main Menu once you have your Xbox Live membership started. Sign-in and advance to the Online Menu at the *Online Sign In* screen by selecting your gamertag and inputting you password.

XBOX LIVE® SIGN IN:

To use an existing user account:

• Press **A** to sign in with the default account.

• To sign in with a different account, press **B** then press **A** and select the account you wish to use.

To create a new profile:

• Press **Y** and follow the prompts.

To recover a gamertag:

• Press **A** and follow the prompts.

To join as a guest:

• After the account holder has selected his account, highlight PLAY AS GUEST and press **A**.

QUICK MATCH:

Quick Match is the fastest way to challenge an opponent. It is intended for players to easily find and enter a game. When you select Quick Match, you will automatically challenge another user to a game. If they accept the challenge, the Team Select screen will appear.

Use the following options to select an opponent

• Game Type: Ranked or Unranked.

• Host Rank: Top 900 to top 100.

• Host Feedback: Select the feedback rating for your opponent.

• Press the START button to find a match.

LOBBIES:

Lobbies are where you can challenge other users or chat. Once in the Lobbies menu, select a specific game type to enter a lobby.

• Press the Y button to chat open the chat window.

• To perform a lobby related action, highlight a player name and press the A button. The actions you can perform are Send Challenge and Mute user.

• Move the right thumbstick DOWN, to see challenges from other users.

LOBBY ACTIONS:

• Send Challenge: Use this screen to create a game with the options you desire.

• Game Style: Default, Sim, Arcade, Physical - Pick the set of game options to use.

• Game Type: Exhibition, Battle Mode, and Mini-Rink - Pick the game type you wish to play.

• Ranked: Yes or No (Default) - Set whether the game you will play is ranked or not.

• Max players per team: 1-4.

• Difficulty: Amateur (Default), Rookie, Pro, All-Star, or Hall of Famer - Set the difficulty for your Exhibition game.

• Period Length: 1 through 20 (5 is Default) - Set the period length (in minutes) for your Exhibition game.

• Offside: Regular (default) Off and Tag-up

• Two Line Passing: On (Default) or Off

• Icing: NHL (Default) International, Auto or Off

• Game Speed: Use this slider to adjust the game's speed.

• Penalties: On (Default) or Off

• AI Sliders: On or Off (Default) - Adjust the CPU's playing skill.

• Sequence Type: (Battle Mode only) Winner Pick (default) Random. Decides if the winner gets to select the party game type of if the game type is random.

• Game Count: (Battle Mode only) The amount of Battle Mode games per session.

LEAGUES

You can set up Tournaments and Seasons that friends can participate in without leaving home.

Create Season or Tournament: (You are the Admin)

First you must set your Tournament's options.

• League Name: Type in the name of your league.

• League Password: Make a password for your league. Be sure to send your friends the password so they can join. If you want to make the league open to all players, do not set a password.

• Private: Yes or No (Default) - To make your tournament a private league.
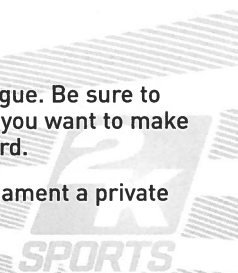
- **Number of Players:** 8 (Default) - Choose from 4 to 30 players in the league. You can only have an even number of players in this type of league.

- **Interval Between Rounds:** 1-7 Days (Default) - Choose how many days in-between rounds you want your regular season games to be played.

- **Series Length:** 1 (Default) - Choose the length (number of games) of your season.

- **Trading:** (On is Default) - ON allows players to trade during the season.

JOIN SEASON OR JOIN TOURNAMENT

This screen allows you to browse through active Seasons or Tournaments. Press **A** on the Season or Tournament to display the users who are currently in that league, and press **START** if you want to join.

My Leagues:

Enter into your Tournament or Season you've created or joined. Press **START** on the Tournament or Season you participate in. You cannot enter your league until it is full and a schedule has been generated by the league admin.

If you are the league admin you have the following options before the league actually starts:

- **Manage Players** - Highlight an undesired player and press **A** to opt to ban or drop them. It is highly recommended that you Manage Players before Generating a Schedule.

- **Generate Schedule** - You have to generate your schedule before your league can begin. Press **A** to highlight a team, then move the **left thumbstick** to highlight another team with whom you want to swap placement. Repeat this until the schedules are what you envisioned them to be. When you've finished changing match-ups, press **START** to generate your League's Schedule.

After your league is full and the admin has generated the schedule you have the following options:

- **Lobby** - Enter the lobby to accept or challenge your next opponent as determined in the schedule. The lobby also displays the other players in your league and their next game. Pressing **A** on your next game will bring up an overlay filled with these options: Ready to Play, Send Message (via 2K Sports Messaging), or Filing a Complaint.

- **View Schedule or Tournament Tree** - Here you and the players in your league can see the schedule.

- **Notifications** - View all the news around the online league here.

- **Trades** - In the Trades screen you can trade the players on your team by selecting CREATE and pressing **A**. You can also see the Received, Sent, and Pending trades by moving your **left thumbstick**. The player whom you've offered a trade has to accept the trade and the Admin has to clear it before it can be completed.

- **Stats** - Standings – Displays the current standings for your league.

Team Stats - Displays the stats of the teams in your league.

Player Stats - Displays the stats of individual players of teams in your league.

Player Leaders - Displays the stats of top players in your league.

- **Edit Line** - See (Edit lines) in the In Game Pause Menu.

- **Roster** - Scratch players or send players to minors using this screen just like you would offline.

- **View Options** - View the leagues Settings and Options here.

- **Administrator Options** (available to the admin only) - Here the admin can manage players and schedule. The admin can drop players from the league in Manage Players. In the Manage Schedule option you can simulate (select Determine Winner) a League game instantly. This allows the current week to be finished and the next week to begin in the case of tardiness.

ONLINE DESK:

- **Leaderboards** - The Leaderboards screen downloads the current leaders from the server complete with their records and player statistics.

• **News** - Here you can check the latest news for up to date info on 2K SPORTS NHL 2K7.

• **Downloads** - The Downloadable Content screen will download the latest NHL rosters to keep your game up to date with the pros. Highlight an update and press **A** to download it.

• **Online FAQ** – This is where Frequently Asked Questions about online play will be posted, oh and we'll give the answers too.

• **My Player Card** - This screen gives you all the information for Stats, Feedback and your current rankings on Xbox Live|REG|.

MAIN MENU:

Returns you to the Main Menu.

CREDITS

KUSH GAMES
PROJECT MANAGER
Scott Krager

TECH LEAD
Philip Watts

ART LEAD
Al Spong

PROGRAMMERS
Rolando Caloca Olivares
Brian Hendriks
Sumir Kataria
Steve Markgraf
Stuart Matheson
Dale Son
Trevor Stephenson
Jean-Francois Vezina
David Whitney
Dmitry Yakimenko

ARTISTS
Jesus Baeza
James Cordero
Christian De Leon
Mike Fudge
Eli Hanselman
David Jennison
Joseph Jones
Bryan Lian
Jun Heon Oh

DESIGN
Colin O'Hara

AUDIO
Joel Simmons
Daniel Gardopee

ASSISTANT PRODUCER
Jon Katz

TECHNICAL ARTISTS
Trevor Dorsey
Zac Burns

ADDITIONAL ARTISTS
Brandon Blackwell
Kenneth Yeh
Jay Yoo

TESTING
Tim Taylor

MOTION CAPTURE ACTORS
Kelly Askew
Jim Cummins
Sebastien Fortier
Brett Henning
Joe Kelly
Christian Lalonde
Anthony Yampol

MOTION CAPTURE STUDIO
House of Moves

COMMENTATORS
Bob Cole
Harry Neale

PA ANNOUNCER
Phil Hulett

VOICES
Keith Arnold
Mark Comstock
Stephan Desjardins
Brian Hendriks
Brett Henning
Mark Hughes
Fredrik Jax
David Jennison
Joseph Jones
Jon Katz

Joe Kelly
Scott Krager
Christian Lalonde
Rob Laurie
Stuart Matheson
Beck Moussavi
Colin O'Hara
Trevor Stephenson
Jean-Francois Vezina
Dmitry Yakimenko

EXECUTIVE PRODUCER
Umrao Mayer

TECHNICAL DIRECTOR
Philip Watts

ART DIRECTOR
Al Spong

DIRECTOR OF SOFTWARE
ENGINEERING
Romain Soson

DIRECTOR OF GRAPHICS
George Simmons

SPECIAL THANKS
Christian Lalonde
Stephen Whiting
Dennis Michaud
Jon Ferraez
Shawn Hoffman
Andrea Davis
Richard Wise
Oxnard Ice Skating Center

VISUAL CONCEPTS
ENTERTAINMENT, INC.

EXECUTIVE PRODUCER
Greg Thomas

PROJECT MANAGER
Ben Bishop

MARKETING/PUBLIC RELATIONS
Lily Atkins
Anthony Chau
Shelby Cox
David DePaulis
Nikki Flynn
Mark Goodrich
Ryan Hunt
Rustin Lee
Moni Orife
Mike Rhinehart
Tim Rosa
Christian Scatena
Rich Saroyan
Erik Whiteford
Weixi Yen

MARKETING INTERNS
Alex Hayden
Russell Sypowicz

VIDEO DIRECTOR
Ryan Douglass

NETWORK ENGINEER
Mark Roberts

WEB ENGINEER
Ketu Patel

MOTION CAPTURE SPECIALISTS
Alison Kellom
Jose Gutierrez

MOTION CAPTURE TRACKERS
Gil Espanto
Elton Hayes

MOTION CAPTURE
COORDINATOR/TECH
Evan Boehler

ROSTERS AND RATINGS
Harry Ouzounian

ARENA AND EQUIPMENT LICENSING
Andrew Blumberg

QUALITY ASSURANCE MANAGER
Robert Nelson

QUALITY ASSURANCE SUPERVISOR
John Crysdale

QA SENIOR LEAD
Derek Williams

QA PROJECT LEAD
Damon Perdue

QA ASSISTANT LEAD
Dan Indra

QA GAMEPLAY LEAD
Joe Chasan

QA FRANCHISE LEAD
Joe Levesque

QA NETWORK LEAD
Felicia Whitehouse

QA ASSISTANT NETWORK LEAD
Dustin Wright

QA LEAGUES LEAD
Evan Rice
QA Network Seniors
Adam Domenick
Jay Iwahashi
Andrew Plempel
Morgan Wren
Chad Urquhart

QA NETWORK TEAM
Dionte Butler-Abney
Kevin Case
Joe Chandler
Tou'Saint Claiborne
Jon Corrozzo
David Dixon
Chris Dorado
Bryon Edwards
Dan Evans
Ricky Fong
Will Francisco
Josh Harbison
Roge Lewis
Mike Rose
Bryan Sanford
Matt Schwartz
Randy Sison

TEST PLAN WRITER
James Miller

STANDARDS LEAD
Kalan Kier

STANDARDS SENIOR
Erik Lampi

STANDARDS STUDIO
Adam Pratt
Johannes Robbins
Ryan Steiner

2K SPORTS

QA SENIOR TESTERS
Stephen Cohrs
Casey Ferrell
Jeremy Ford
Charles Hodges
Ryan Medina
Mark Sardina
Shawn Sims
Jason Souza

QUALITY ASSURANCE TESTERS
Jordan Brownstein
Brian Degraff
Chris Finch
Adrian Guerrero
Matt Kuhlen
Victor Kunkel
Jesse Lehman
Kevin Matthews
John Nelson
Harry Ouzounian
Kris Pack
Austin Sharp
Sean Simon
Norm Solis
Logan Vasquez
Barron Whitehead
Anthony Yampol
Dino Zucconi

QA TECH MANAGER
Greg Laabs

QA TECH
Nicole Cox
John Eleen
Brendan McCarthy
Justin Rothaug
Brian Rust

2K WEST

PRODUCT DEVELOPMENT COORDINATOR
David Barksdale

QA DIRECTOR
Lawrence Durham

LEAD TESTER
Greg MacCauley
Mike Nehme

SENIOR TESTER
Daniel Eguia

LEAD STANDARDS TESTER
Michael Greening

STANDARDS TEAM
Michael Huang
Andrew Garrett
Paul Diaz

TEST TEAM
Alfonso Castañeda III
Robert Weed
Morgan Cuppet
Myke Pellerino
Samantha Roth
Gustavo Onink
Alejandro Ruiz
Colin McNutt
James Potter
Jeff M. Roth
Adam Plotkin
Phoenix P. Cross
Tom Anderson
Darren Hall
Larry Bolden
Mark Todd

2K GAMES INTERNATIONAL

GENERAL MANAGER
Neil Ralley

INTERNATIONAL PR DIRECTOR
Markus Wilding

INTERNATIONAL MARKETING DIRECTOR
Matthias Wehner

INTERNATIONAL PRODUCT MANAGER
Lia Tsele

LICENSING DIRECTOR
Claire Roberts

2K GAMES INTERNATIONAL DEVELOPMENT

DEVELOPMENT MANGER
Fernando Melo

SHADOW PRODUCERS
Denby Grace
Mark Ward

DEVELOPMENT TEAM
Dan Bailie
Sajjad Majid
Simon Picard

LOCALISATION MANAGER
Scott Morrow

LOCALISATION TEAMS
Around the Word
Effective Media GmbH
Synthesis International Srl
Synthesis Iberia

2K GAMES INTERNATIONAL QA

QA MANAGER
Chris Rowley

QA LOCALISATION SUPERVISOR
Iain Willows
QA Supervisor
Dom Giannone

MASTERING ENGINEER
Wayne Boyce

QA LEAD TECHNICIANS
Steve Manners
Alex Cox

QA TECHNICIANS
Ian Moore
Michael Bunning
Arsenio Formoso
Russell Keawpanna
Rob Jenkins
Kephuc Nguyen
Natalie Holkham
Denver Cockell

LOCALISATION QA TECHNICIANS
Marco Angiuoni
Nicolas Adam
Alessandro Cilano
Pascal Geille
Karen Rodríguez Anadón
Alessandro Gatti
Istvan Tajnay
Sebastian Sparr

Hugo Sieiro
Sebastian Frank

TAKE TWO INTERACTIVE
Steve Glickstein
Christoph Hartmann
David Ismailer
David Edwards
Bob Blau
Dorian Rehfield
Dan Einzig
Karen Arnold

SPECIAL THANKS
Jeff Thomas
Scott Patterson
Asif Chaudhri
Tim Walter
Chris Larson
Mike Rhinehart
Anthony Yampol
Harry Ouzounian
Brian Luzietti
Sharon Hunter
Ryan Dixon
Rob Roudebush
Robert Gifford
Reed Waller
Matt Crysdale
Alvin Cardona
Chien Yu
Mark Washington
Abe Navarro
Erik Andreassen
Matt Underwood
Junior Sison
Robert Nelson
Erick Boenisch
Thomas Puha
Casey Yost

Dave McCarthy (NHL)

Brian Jennings (NHL)

Martin McQuaig (NHLPA)
Kenneth G. Kim (NHLPA)
Adam Larry (NHLPA)

Joe Thornton
Marty Turco
Darren McCarty

J.P. Barry
Kurt Overhardt

Mask Artwork for Marty Turco –
Ray Bishop

www.grindertheband.com

Paul Michinard (Getty Images)
Jim Lee (Getty Images)
Joseph Hwang (Anaheim Ducks)
Champ Baginski (Anaheim Ducks)

Chris Wszolek (WAZ) and the entire
2KHockey.net community –
www.2KHockey.net

Brian Fletcher
Glen Leskinen
Louie Arrico

NHL 2K7 MUSIC CREDITS

Arlo
Runaround
Sub Pop Records (©2002)
www.subpop.com

Band Of Horses
Wicked Gil
Sub Pop Records (©2006)
www.subpop.com

The Constantines
Working Full-Time
Sub Pop Records (©2005)
www.subpop.com

Dozer
Drawing Dead
Small Stone Records (©2006)
www.smallstone.com

Green Carnation
Pile Of Doubt
The End Records (©2005)
www.theendrecords.com

Grinder
Be Me
Grinder L.L.C. (©2005)
www.grindertheband.com

Hot Hot Heat
Talk To Me Dance With Me
Sub Pop Records (©2002)
www.subpop.com

Jupiter Hills
The Fool (©2006)

Kinski
Hot Stenographer
Sub Pop Records (©2005)
www.subpop.com

Love As Laughter
Temptation Island
Sub Pop Records (©2001)
www.subpop.com

Mudhoney
Empty Shells
Sub Pop Records (©2006)
www.subpop.com

Nebula
Giant
Sub Pop Records (©2001)
www.subpop.com

The Postal Service
Brand New Colony
Sub Pop Records (©2003)
www.subpop.com

Recliner
Can't Deny
Poison Pen Records (©2006)
www.poisonpen.com

Seaweed
Losing Skin
Sub Pop Records (©1993)
www.subpop.com

Sleater-Kinney
Rollercoaster
Sub Pop Records (©2005)
www.subpop.com

The Thermals
I Hold The Sound
Sub Pop Records (©2006)
www.subpop.com

Throttlerod
Big Name
Small Stone Records (©2006)
www.smallstone.com

NOTES

NOTES

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

YOUR USE OF THIS SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL (S), PACKAGING AND OTHER WRITTEN, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS LICENSE WITH 2K SPORTS. ("LICENSOR").

LICENSE. Subject to this Agreement and its terms and conditions, LICENSOR hereby grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Software for your personal use on a single console. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by LICENSOR and, as applicable, its licensors.

OWNERSHIP. LICENSOR retains all right, title and interest to this Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United States copyright law and applicable copyright laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from LICENSOR. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties. Be advised that Copyright violations are subject to penalties of up to $100,000 per violation. The Software contains certain licensed materials and LICENSOR's licensors may protect their rights in the event of any violation of this Agreement.

LICENSE CONDITIONS

You agree not to:

(a) Commercially exploit the Software;

(b) Distribute, lease, license, sell, rent or otherwise transfer or assign this Software, or any copies of this Software, without the express prior written consent of LICENSOR;

(c) Make copies of the Software or any part thereof;

(d) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one console at the same time;

(e) Copy the Software onto a hard drive or other storage device and must run the Software from the included CD-ROM (although the Software may automatically copy a portion of itself onto your console during installation in order to run more efficiently);

(f) use or copy the Software at a computer gaming center or any other location-based site; provided, that LICENSOR may offer you a separate site license agreement to make the Software available for commercial use;.

(g) Reverse engineer, decompile, disassemble or otherwise modify the Software, in whole or in part;

(h) Remove or modify any proprietary notices or labels contained on or within the Software; and

(i) transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

THE SOFTWARE UTILITIES.

The Software may contain a level editor or other similar type tools, assets and other materials (the "Software Utilities") that permit you to construct or customize new game levels and other related game materials for personal use in connection with the Software ("Customized Game Materials").

In the event the Software contains such Software Utilities, the use of the Software Utilities is subject to the following additional terms, conditions and restrictions:

(a) All Customized Game Materials created by you are exclusively owned by LICENSOR and/or its licensors (as the case may be) and you hereby transfer, assign and convey to LICENSOR all right, title and interest in and to the Customized Game Materials and LICENSOR and its permitted licensors may use any Customized Game Materials made publicly available to you for any purpose whatsoever, including but not limited to for purposes of advertising and promoting the Software;

(b) You will not use or permit third parties to use the Software Utilities and the Customized Game Materials created by you for any commercial purposes, including but not limited to distributing, leasing, licensing, renting, selling, or otherwise exploiting, transferring or assigning the ownership of such Customized Game Materials;

(c) Customized Game Materials must be distributed solely for free; provided, that you may contact LICENSOR for a license to commercially exploit the Customized Game Materials which LICENSOR may grant or deny in its sole discretion;

(d) Customized Game Materials shall not contain modifications to any other executable files;

(e) Customized Game Materials must be used alone and can be created if the Customized Game Materials will be used exclusively in combination with the commercially released retail version of the Software.

(f) Customized Game Materials cannot contain libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contain any trademarks, copyright-protected work or other property of third parties (without a valid license); and

(g) All Customized Game Materials must contain the proper credits to the authors of the Customized Game Materials and must indicate that LICENSOR is not the author of the Customized Game Materials with additional language that "THIS MATERIAL IS NOT MADE, GUARANTEED OR SUPPORTED BY THE PUBLISHER OF THE SOFTWARE OR ITS AFFILIATES."

LIMITED WARRANTY: LICENSOR warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. If for any reason you find a defect in the storage medium during the warranty period, LICENSOR agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by LICENSOR. If the Software is no longer available, LICENSOR retains the right to substitute a similar program of equal or greater value. This warranty is limited to the storage medium

containing the Software as originally provided by LICENSOR and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above. Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on LICENSOR. When returning the Software subject to the limited warranty above, please send the original Software only to the LICENSOR address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(iii) of the Rights in Technical Date and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is the LICENSOR at the location listed below.

EQUITABLE REMEDIES: You hereby agree that if the terms of this Agreement are not specifically enforced, LICENSOR will be irreparably damaged, and therefore you agree that LICENSOR shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY: You agree to indemnify, defend and hold LICENSOR, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under New York law as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law and you consent to the exclusive jurisdiction of the sate and federal courts in New York, New York.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING 2K SPORTS, 575 BROADWAY, NEW YORK, NY 10012.

OBTAINING TECHNICAL SUPPORT/SERVICE

To receive additional support, including troubleshooting assistance, please contact:

• web site http://2Ksports.com/

• e-mail . . . . customerservice@2Ksports.com

• telephone 1-415-507-7750

Developed by Kush Games. ©2006 Take-Two Interactive Software and its subsidiaries. All rights reserved. 2K Sports, the 2K Sports logo, and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive, Inc. NHL and the NHL Shield are registered trademarks of the National Hockey League. All NHL logos and marks and team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. ©2006. All rights reserved. Officially Licensed Product of the National Hockey League. ©NHLPA. NHL 2K7 is an Officially Licensed Product of the NHLPA. NHLPA, National Hockey League Players' Association and the NHLPA logo are trademarks of the NHLPA and are used under license by Take-Two Interactive Software, Inc.

Microsoft, Xbox, Xbox Live, the Xbox logos, and the Xbox Live logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.